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KNIGHTS OF THE TEMPLE INFERNAL CRUSADE



INSTRUCTION BOOKLET

TDK



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GAMECUBE

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1 Player

**THIS GAME SUPPORTS
GAME PLAY USING ONE
PLAYER AND CONTROLLER.**



Memory Card
Uses 14 Blocks

**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned on, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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Nintendo

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KNIGHTS OF THE TEMPLE INFERNAL CRUSADE

Table of Contents

SETTING UP & LOADING	4	FIGHTING	
THE STORY	4	BASIC ATTACKS	12
THE CHARACTERS		COMBO ATTACKS	12
PAUL	5	BLOCK	12
ADELE	5	BOW MODE	12
THE LORD BISHOP	6	SPECIAL SKILLS	
BASIC CONTROLS	7	DIVINE POWERS	13
THE GAME INTERFACE	8	SPECIAL ATTACKS	13
MAIN MENU		PICK-UPS	13
NEW GAME	9	HEALTH POTIONS	13
LOAD GAME	9	WEAPONS	
OPTIONS	10	SWORDS	14
EXTRAS	10	MACES	14
CREDITS	10	AXES	14
IN GAME MENU	10	BOWS	14
GAME STATUS MENU	11	CREDITS	15
		GARANTY	17
		PRODUCT SUPPORT/TIPS	18

SETTING UP & LOADING

1. Make sure the POWER Button is OFF on your NINTENDO GAMECUBE.
2. Insert your „Knights of the Temple” NINTENDO GAMECUBE Game Disc as described in the instruction manual.
3. Insert the NINTENDO GAMECUBE Controlller into the Controlller Socket.
4. If you wish to save a game, insert a NINTENDO GAMECUBE Memory Card into Memory Card Slot A or B.
5. Press the POWER Button ON (important: make sure not to touch the Control Stick while doing so).

Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.

THE STORY

An evil Bishop has abducted Adelle, a mysterious young woman with divine powers. With his entourage of disciples and their captive Adelle he embarks on an Unholy Crusade, moving along the initial routes of the historic crusades. By misusing Adelle's powers against her will he plans to complete the Unholy Circle and to perform dark rituals at sacred places to desecrate them. This way he intends to eventually unlock and gain access to the Gateway to Hell.

Paul, a young, newly initiated Templar Knight finds upon him the tough task of starting a mission to uncover the Evil Conspiracy, to interrupt the Unholy Circle and to prevent the Evil Bishop from fulfilling his plan. Only by saving Adelle can he save the world from Evil.

THE CHARACTERS

I. Paul

He is a young and noble man and since childhood he has dreamt of following his father, a former Templar Grandmaster, by joining the Templar Knights. He has dedicated his whole life to mastering the skills required to improve his chances of being accepted for the great challenge that all young men willing to join the Templars need to undertake. As his father made the biggest sacrifice possible on the battlefields in the holy land, he never got to know him, but ever since he learnt to speak he has tried to find out more about his life. He used to walk miles and miles just to catch a glimpse of the Templars passing by. And from there on he knew what his fate would hold. At a very early age he was already a skilled sword fighter and nowadays he is unquestionably ready for the initiation rite of the Knights of the Temple.



II. Adelle

When Adelle was an infant strange things were known to occur near her home. Passers-by would be affected by a hidden power and often the sick would experience unexpected and inexplicable healings. Many people assumed that Adelle was the cause of these happenings and eventually people recognised that there were signs that God was smiling upon her and that she was undoubtedly a chosen one. She was always blessed with compassion and holy love. As she grew up Adelle developed what can only be described as the power to affect things around her and that made her deeply religious. She has wisdom beyond her years and often she went to church to study with the priests. As the village in which she grew up was small and people were always tight-lipped towards strangers it was possible to keep her secret until now.



III. The Lord Bishop

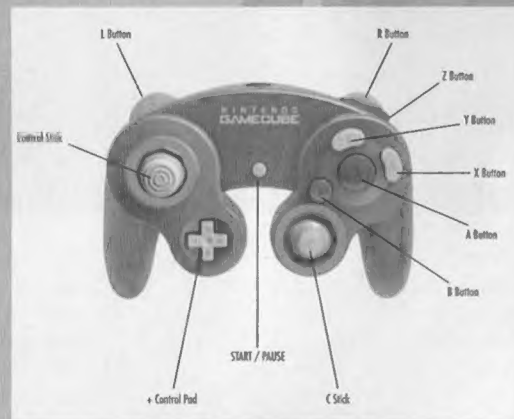
He was once a travelling priest taking care of the poor and innocent until around 30 years ago, along with his fellow brothers, he founded the monastery of Belmont. As he was the most pure and wisest servant of God he was chosen to be the Lord Bishop. Under his command the monastery of Belmont became the centre of the spiritual life of the whole region and the fellow monks lead studies of the holy scrolls. The bishop had always been a kind and helpful man, every wanderer or beggar who passed by was given food and a warm place for the night. He lived for his beliefs and led a God fearing and modest life. But one day, seemingly without reason, his behaviour changed and he became increasingly silent and withdrawn.

There were rumours that a stranger, never seen before in this area, had visited the monastery to study the way of life there. And there were even rumours that perhaps the Lord Bishop had died. However, people claim to have seen someone looking like him creeping around the streets of Belmont in dark nights.



BASIC CONTROLS

- Control Stick Movement of Player Character / Target toggling / Bow Aim
C Stick Movement of Camera
L Button Switch to Special Attack Mode
R Button Switch to Divine Powers Mode
+ Control Pad Change weapon and entering/leaving Bow Mode:
Up: Select Sword
Down: Select Bow
Left: Select Axe
Right: Select Mace
A Button Regular Attack / Shoot / Special Attack / Divine Power
B Button Heavy Attack / Special Attack / Divine Power
X Button Block / Special Attack / Divine Power
Y Button Special Attack / Divine Power / Confirm Dialogues
START/PAUSE Start the game / Invoke the Pause Menu
Z Button Invoke the Game Status Menu

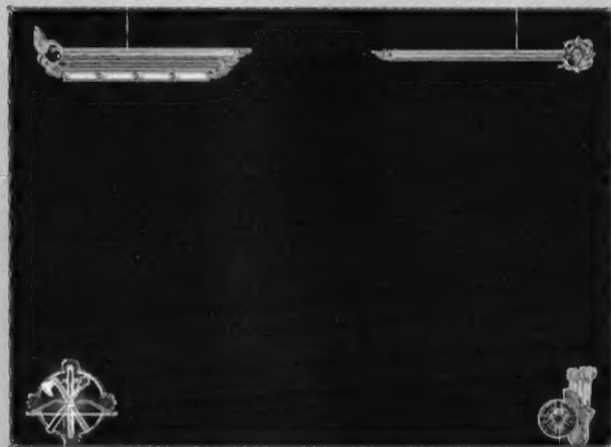


THE GAME INTERFACE

During gameplay the on-screen interface displays information on the current status of the player and the enemies.

The red bar is indicating the player's health. The blue bar is telling the stamina status. The lowest one is the Mana bar, that is divided into four smaller bars, that the player uses to unleash his Divine Powers

The red bar is showing the health status of the enemy currently targeted



Shows three different icons depending on the situation. That can be weapons, divine powers or special attacks

Shows the number of arrows available while in Bow Mode and arrows picked up during the game

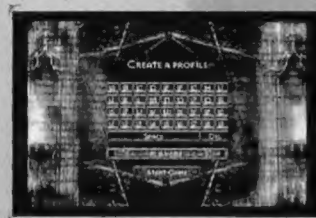
MAIN MENU



In the main menu you can either choose to start a new game, load a game, change options, view extras or watch the credit list.

NEW GAME

When you choose new game, the first thing you will be asked is to create a profile by writing your name.



The next step is to choose difficulty level, and then the game will start!



LOAD GAME

You can load a previous game by choosing this option.

OPTIONS



In the options menu you can change sound and music levels as well as toggling the vibration mode on or off. You can also set the display to Normal or Anamorphic format.

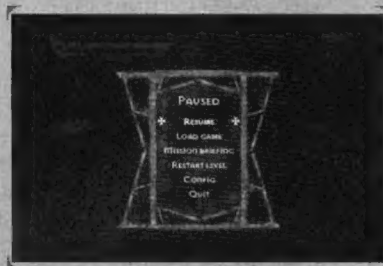
EXTRAS

In this menu you will be able to play back all movies that you unlock during your progress.

CREDITS

The credits list shows everybody that has been involved in the process making this game.

IN GAME MENU



If you press START/PAUSE while playing the in game menu will appear.

You can choose one of the following options:

Resume – Go back to game

Load Game – Load a previous game

Mission Briefing – Get a short description of the current objective

Restart Level – Start the current level from the beginning

Config – See the controller settings

Quit – Will quit the game to the Main menu

GAME STATUS MENU

The Game Status Menu can be accessed by pressing the Z Button to provide information on Paul's current status. You can see which Divine Powers he has acquired and which Special Attacks and Combos can be performed.

You can also use this menu to check how Special Attacks, Divine Powers and Combo Attacks are performed.



LOADING AND SAVING GAMES

The game is automatically saved when the player finishes a level.

The saved level will then appear in the Load Menu. This provides you with the possibility to replay any level in the game at any point.

The current game can also be saved at specific Checkpoints, which you can find within the levels.



CHECKPOINTS

When Paul reaches a Checkpoint you can save the game by pressing the Y Button. When resuming playing the saved game Paul will continue from the Checkpoint.

Y Button Save at Checkpoint

FIGHTING

Basic Attacks

There are two buttons for basic attacks:

A Button . . . Regular Attack

B Button . . . Heavy Attack. This attack is slower but inflicts more damage to the opponent.

By pressing any of the attack buttons a target marker will automatically be set if you are close enough to an enemy. A ring around his feet indicates your current target and when performing attacks your character will always try to strike at your currently selected target. Targets can be changed by moving your character into the direction of the enemy that you wish to attack.

Combo Attacks

In addition to the Basic Attacks, Paul can perform Combo Attacks. All Combo Attacks are initiated with a double tap on the A Button.

2 x A Button + B Button Underhand Swing

2 x A Button + A Button Backhand Swing

2 x A Button + 2 x B Button Windmill

2 x A Button + A Button, B Button Dual Stab and Swing

2 x A Button + B Button, A Button Dual Swing

2 x A Button + 2 x A Button Fast Stab

Block

When you encounter tough opponents you will need to defend yourself by Blocking. There is one block move that Paul can perform:

X Button Holding the X Button will block all incoming attacks but then you won't be able to move.

Bow Mode

If Paul has acquired a bow he is able to enter Bow Mode.

To enter Bow Mode select the bow by pressing the + Control Pad Up. You will now enter a 1st person view of Paul's surroundings.

Use the Control Stick to aim and, if you have any arrows left, the A Button to fire:

A Button Shoot

Control Stick Aim

SPECIAL SKILLS



Divine Powers

Divine Powers are given to Paul throughout the game.

If Paul has collected enough Mana by defeating his enemies, he can unleash the Divine Powers he has been given. Those powers are special skills that help Paul to accomplish his mission.

To unleash a Power hold the R Button to enter the Divine Power Mode and press the corresponding button.

R Button + B Button . . . Salutaris - Divine Healing

R Button + X Button . . . Armaorum - Divine Aura

R Button + A Button . . . Saxificus - Divine Shockwave

R Button + Y Button . . . Percutio - Divine Bolts



Special Attacks

If Paul has enough Stamina you can use Special Attacks. Those attacks cause more damage to the enemies so it is generally a good idea to use them whenever you can.

Paul earns Special Attacks throughout the game.

To perform a Special Attack hold the L Button to enter the Special Attack Mode and press one of the four Special Attack buttons:

L Button + A Button . . . Block Breaker Sweep Attack

L Button + X Button . . . 360 Sweep Attack

L Button + Y Button . . . Windmill Death from Above

L Button + B Button . . . Jumping Chop Attack

Pick-ups

Throughout the game Paul finds useful objects like health-potions, weapons or key items.

Enemies can drop some of these objects but Paul is also able to find them in the environment he explores.

Sometimes, things in the environment contain pick-ups so search closely and don't be afraid to smash things.



Health Potions

By picking up a health potion Paul increases his health.

WEAPONS



Paul can handle four different weapon types. At the beginning of the quest Paul carries a sword but as his journey continues he finds new and more powerful weapons. As soon as he picks up a new weapon the current one of the same kind will be dropped. Paul just keeps the better one.

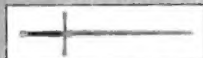
To select a new weapon use the + Control Pad..

Up Sword

Down. Bow

Left Axe

Right Mace



I. Swords

There are 14 swords that Paul can acquire throughout the game.



II. Maces

Maces have a shorter range than swords but generally inflict more damage. There are 4 maces that Paul can acquire throughout the game.



III. Axes

Axes also have a shorter range than swords but they generally inflict more damage and are sharper than maces. There are 7 axes that Paul can acquire throughout the game.



IV. Bows

Bows are the only long range weapons that Paul can use. They are useful for shooting enemies from great distances. There are 3 different bows that Paul can acquire throughout the game.

CREDITS

**KNIGHTS OF THE TEMPLE IS A PRODUCTION OF
STARBREEZE STUDIOS
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Technical Support

Live representatives are available by telephone Monday through Saturday 10:00am to 7:00pm at +49 1805-TDKGAMES or +49 1805-83 54 26 37 (international call).

Game Hints

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Age Rating categories:

Les catégories
de tranche d'âge:



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Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

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Description du contenu:



BAD LANGUAGE
LA FAMILIARITÉ
DE LANGAGE



DISCRIMINATION
LA DISCRIMINATION



DRUGS
LES
DROGUES



FEAR
LA PEUR



SEXUAL CONTENT
LE CONTENU
SEXUEL



VIOLENCE
LA
VIOLENCE

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